

# Commander Deck Tips

This is a set of four commander decks using cards generated by the AI but chosen and assembled by members of the community. All art in the decks is 100% AI-generated. **These decks are designed to be played blind!** The commanders have a special back face that shows their name, art, and casting cost- only flip them over and find out what they do the first time you cast them!

Below is a brief description of each deck that might give you an idea of what to expect, as well as some strategy tips and rulings for strange interactions that may occur.

### **Watt the Hell? UBRG** (author: Nyrt)

*"Resistance is futile..."*

Styx froze over so we brought back energy. A powerful synergy deck that puts you in charge of powers both heavenly and cthonic. Build up a lead with energy counters so when you unleash your true potential they'll be too shocked to realize they all diode and gone to heaven. It Hertz like hell when you lose a combo piece, so use your tools to stifle the resistance.

#### **Tips:**

- Repeatable energy generation is *very* valuable. Protect your planeswalkers!
- Almost every creature comes with energy: re-playing or flickering your creatures is a great way to make more.
- Targeted removal is scarce, so be on the lookout.

#### **Rulings:**

- All counters that use the energy symbol (such as Knight, charge, and spore counters) can be spent interchangeably, and count as energy even if they have a different name on the card.
- Playing Ual Drowledge and Breeding Wizard together creates an infinite combo that draws the game, unless you can remove one of them at instant speed.
- Terraged Townseer is green.
- You may activate the ability of Rakdos Hearts only from the stack, *before* you get the energy from it resolving.

### **Sheeted Memories GWUB** (author: Ancient Chaos)

*"Reclaim the forgotten."*

Do you like Spirits? Do you like Splicing? Have you ever wanted to splice a spell onto a permanent? Do you want to return to Kamigawa? Wait, an official one was announced after we started working on these and has been out for a while by the time we finished making the set?

Well, rest assured, this is a *completely different* kind of return to Kamigawa, where the only cyberpunk things are the AIs that made the cards and art.

#### **Tips:**

- Your graveyard has value, so use milling as a tool rather than as a weapon.
- Spiritcraft payoffs, as well as the Spirit and Arcane spells that they trigger from, are found in special frames.

#### **Rulings:**

- If a permanent card has or gains a spell ability (for example, through splicing), the spell effects resolve as an instant or sorcery would, but the card is put onto the battlefield upon resolution rather than into its owner's graveyard. If the permanent enters the battlefield without being cast, these

spell abilities do not trigger. If the spell is countered, these abilities do not resolve.

- If, in the process of casting a spell, an object enters a zone where one of its abilities would trigger due to casting that spell, the ability does trigger.

## **The Order of the Tethered** WUB (author: Makyx)

*"Life is a resource, and so is death."*

When the **Order of the Tethered** dug through the archives of **Time Spiral**, they found something that wasn't meant to be found. A mechanic so parasitic, so potentially format-warping, that it was sealed away for more than a decade. But with the help of an **Eldritch Machine**, they did it. They brought back

### **GRAVESTORM.**

#### **Tips:**

- Before storming off, gather resources such as Treasures or Clues to increase your gravestorm count.
- Clerics will help you generate resources.
- Gravestorm payoffs, as well as Clerics, are found in special frames.
- Have some Dungeons on hand, just in case.

#### **Rulings:**

- Martyr's Blast allows you to gain life equal to all life lost as part of venturing into dungeons during its resolution.
- The artifact affected by Daggerunt Arcanist is only able to regenerate the copy of Daggerunt Arcanist that gave it this ability.
- Rosespeaker's Aura's activated ability sacrifices it from the stack, then creates an ability that gains you 6 life. If Rosespeaker's Aura is sacrificed, it does not resolve.

## **The Arken Legion** RG (author: Wags)

*"Math is for blockers."*

Did reading about the gimmicks of the three other decks give you a headache because it sounded way too complicated? Have we got the deck for you!

The Arken Legion is an all-volunteer force comprised of heavy hitters who hate maths. That doesn't mean it's not explosive or dangerous - but you'll see that for yourself soon.

#### **Tips:**

- Keep an eye out for the Enchantments in this deck, as most of them are incredibly powerful engine pieces that will allow you to dominate the board.
- Try to prioritize cards that'll help you protect your threats, as you tend to be the target of much of the other decks' removal.
- You don't have a lot of direct removal or other countermeasures, so focus on putting down bigger threats faster than anyone else.
- Your commander always allows you to regain (or keep up) momentum.

#### **Rulings:**

- If an ability refers to "the chosen color", that ability has no effect unless another ability explicitly allows you to choose a color.
- Catasa Phoenix's "another creature" refers to a creature other than the attacking creature which triggered the ability, meaning you can put counters on Catasa Phoenix if you attack with another creature.

- Performer of the Sea only grants one ability per attack.
- Solidarity does not grant Trample and Haste creature types - it grants those keyword abilities, despite the wording.